The invention claimed is:

1.   A method of playing a game, comprising the steps of:

marking boundaries of a playing field, wherein the playing field includes a plurality of playing zones with at least one end of the playing field acting as a throwing line, and wherein the playing zones are arranged sequentially;

projecting a first throwing ring from behind the throwing line toward the playing field and into one of the playing zones;

projecting a second throwing ring from behind the throwing line toward the playing field and into one of the playing zones;

projecting at least one first ball from behind the throwing line toward at least one of the first and second throwing rings, wherein the first ball is associated with the first throwing ring and a first participant; and

projecting at least one second ball from behind the throwing line toward at least one of the first and second throwing rings, wherein the second ball is associated with the second throwing ring and a second participant; and

assigning points based upon the position of the first and second balls in relationship to the first and second throwing rings.

2.   The method of claim 1, wherein each of the playing zones has a different associated point value, and wherein the plurality of playing zones includes a first playing zone, a second playing zone, a third playing zone and a fourth playing zone.

3.   The method of claim 2, wherein the at least one first ball includes three of the first balls and the at least one second ball includes three of the second balls, and wherein the points are only assigned when one of the first balls is closer to the first throwing ring than one of the second balls and one of the second balls is closer to the second throwing ring than one of the first balls, where the first participant plays defensively by throwing one or more of the first

balls at the second throwing ring and the second participant plays defensively by throwing one or more of the second balls at the first throwing ring.

4.   The method of claim 3, wherein the point value of the first playing zone is zero.

5.   The method of claim 4, wherein the point value of the second playing zone is one, the point value of the third playing zone is two and the point value of the fourth playing zone is three when the first ball is within a predetermined distance of the first throwing ring and the second ball is within the predetermined distance of the second throwing ring.

6.   The method of claim 5, wherein the predetermined distance is about two feet six inches.

7.   The method of claim 4, wherein the point value of the second playing zone is two, the point value of the third playing zone is four and the point value of the fourth playing zone is seven when the first ball is within the first throwing ring and the second ball is within the second throwing ring.

8.   A method of playing a game, comprising the steps of:

    marking boundaries of a playing field, wherein the playing field includes a plurality of playing zones with at least one end of the playing field acting as a throwing line, and wherein the playing zones are arranged sequentially and each of the playing zones has a different associated point value;

    projecting a first throwing ring from behind the throwing line toward the playing field and into one of the playing zones;

    projecting a second throwing ring from behind the throwing line toward the playing field and into one of the playing zones;

    projecting at least one first ball from behind the throwing line toward at least one of the first and second throwing rings, wherein the first ball is associated with the first throwing ring;

projecting at least one second ball from behind the throwing line toward at least one of the first and second throwing rings, wherein the second ball is associated with the second throwing ring; and

assigning points based upon the position of the first and second balls in relationship to the first and second throwing rings.

9.   The method of claim 8, wherein the plurality of playing zones includes a first playing zone, a second playing zone, a third playing zone and a fourth playing zone.

10.   The method of claim 9, wherein the at least one first ball includes three of the first balls and the at least one second ball includes three of the second balls, and wherein the points are only assigned when one of the first balls is closer to the first throwing ring than one of the second balls and one of the second balls is closer to the second throwing ring than one of the first balls.

11.   The method of claim 10, wherein the point value of the first playing zone is zero.

12.   The method of claim 11, wherein the point value of the second playing zone is one, the point value of the third playing zone is two and the point value of the fourth playing zone is three when the first ball is within a predetermined distance of the first throwing ring and the second ball is within the predetermined distance of the second throwing ring.

13.   The method of claim 12, wherein the predetermined distance is about two feet six inches.

14.   The method of claim 11, wherein the point value of the second playing zone is two, the point value of the third playing zone is four and the point value of the fourth playing zone is seven when the first ball is within the first throwing ring and the second ball is within the second throwing ring.

15.   A method of playing a game, comprising the steps of:

marking boundaries of a playing field, wherein the playing field includes a plurality of playing zones with at least one end of the playing field acting as a throwing line, and wherein the playing zones are arranged sequentially and each of the playing zones has a different associated point value;

projecting a first throwing ring from behind the throwing line toward the playing field and into one of the playing zones;

projecting a second throwing ring from behind the throwing line toward the playing field and into one of the playing zones;

projecting at least one first ball from behind the throwing line toward at least one of the first and second throwing rings, wherein the first ball is associated with the first throwing ring;

projecting at least one second ball from behind the throwing line toward at least one of the first and second throwing rings, wherein the second ball is associated with the second throwing ring; and

assigning points based upon the position of the first and second balls in relationship to the first and second throwing rings, wherein the plurality of playing zones includes a first playing zone, a second playing zone, a third playing zone and a fourth playing zone.

16.   The method of claim 15, wherein the at least one first ball includes three of the first balls and the at least one second ball includes three of the second balls, and wherein the points are only assigned when one of the first balls is closer to the first throwing ring than one of the second balls and one of the second balls is closer to the second throwing ring than one of the first balls.

17.   The method of claim 15, wherein the point value of the first playing zone is zero.

18.   The method of claim 15, wherein the point value of the second playing zone is one, the point value of the third playing zone is two and the point value of the fourth playing zone is

three when the first ball is within a predetermined distance of the first throwing ring and the second ball is within the predetermined distance of the second throwing ring.

19. The method of claim 18, wherein the predetermined distance is about two feet six inches.

20. The method of claim 15, wherein the point value of the second playing zone is two, the point value of the third playing zone is four and the point value of the fourth playing zone is seven when the first ball is within the first throwing ring and the second ball is within the second throwing ring.